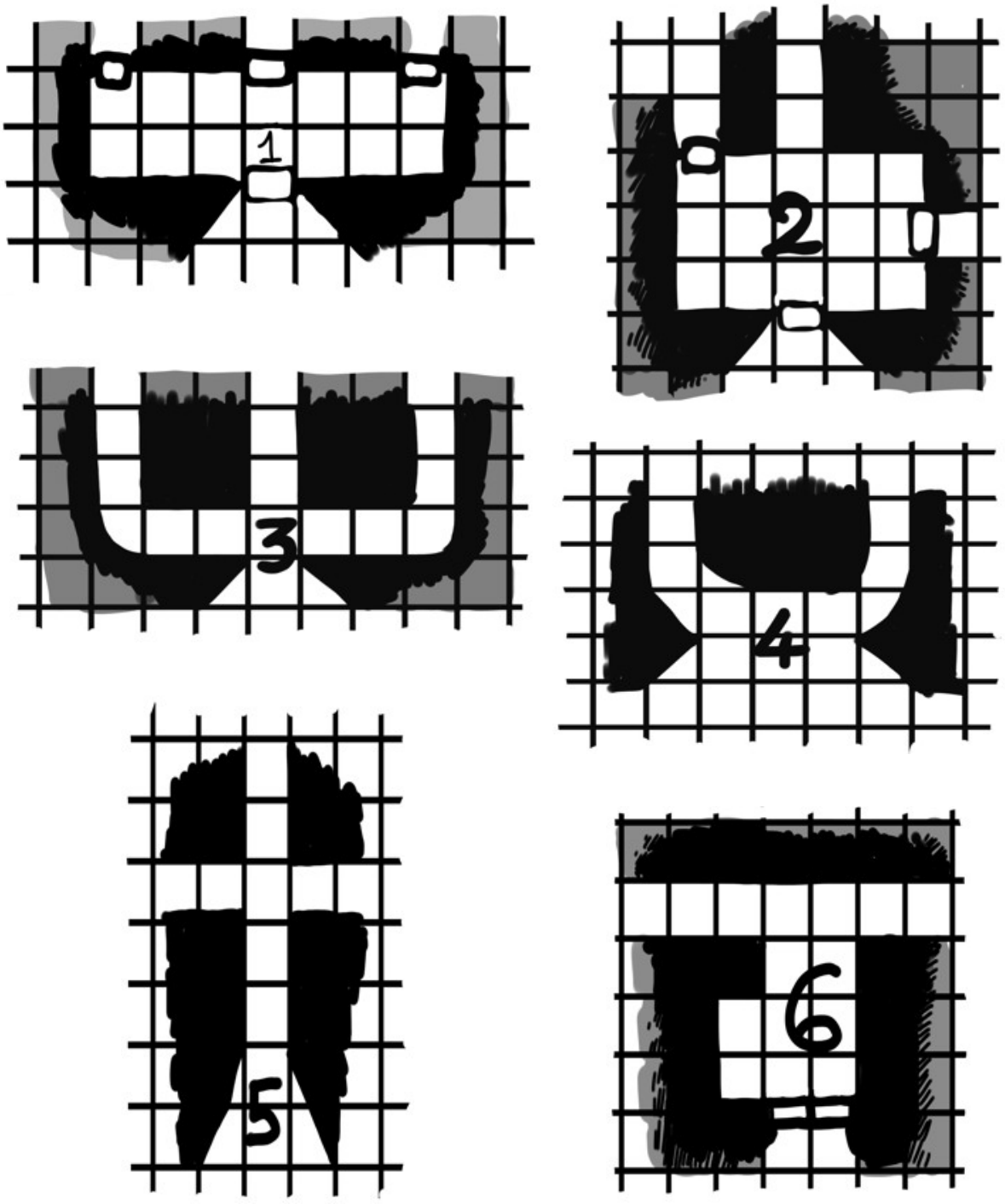
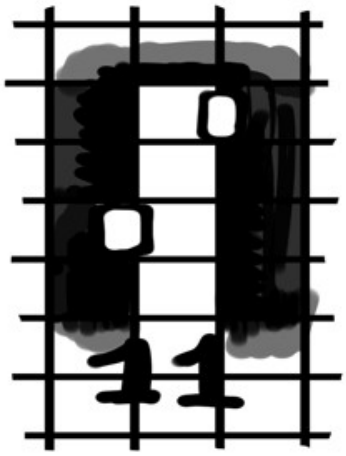
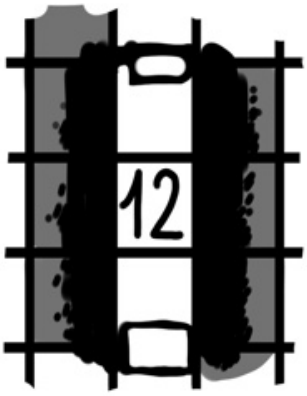
Entrance Rooms

Roll d6 to determine which is the entrance to your dungeon. Draw it at the center of the lower edge of your sheet. Then choose a door and roll d66 on the following five pages to generate a room.

Any room that is only one square wide is a corridor. Any room that is 2 or more squares wide is a room. This has an effect in the game (corridors are more likely to be empty; being in a corridor affects who can fight).



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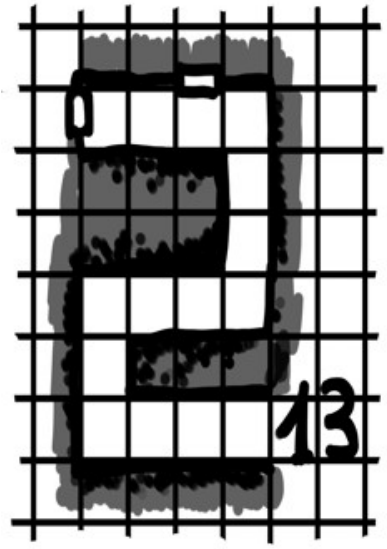
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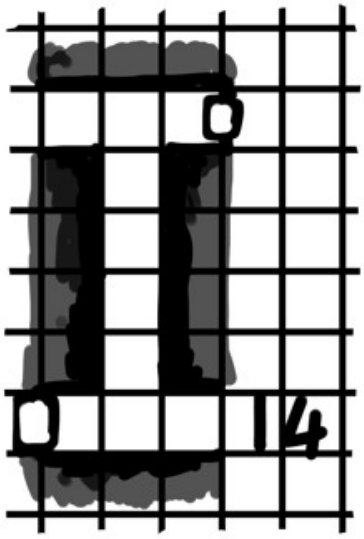
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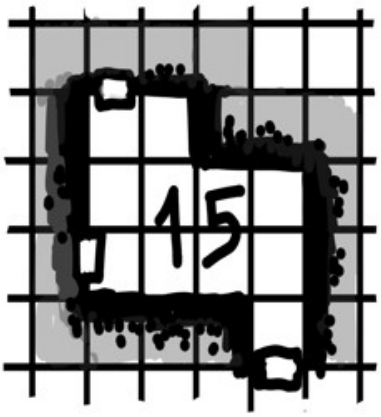
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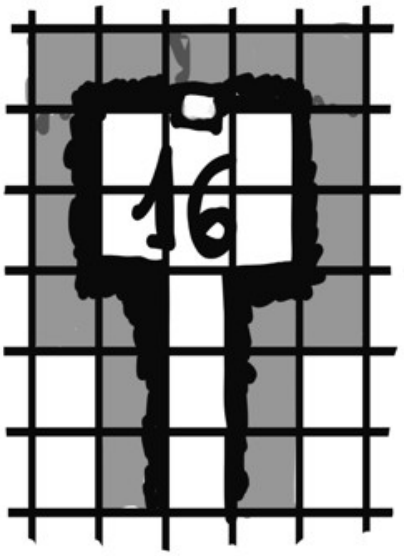
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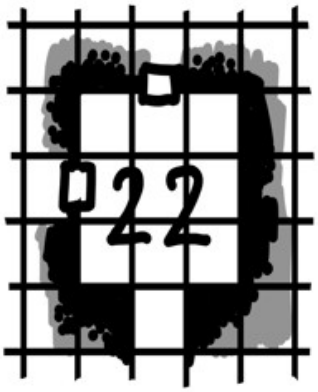
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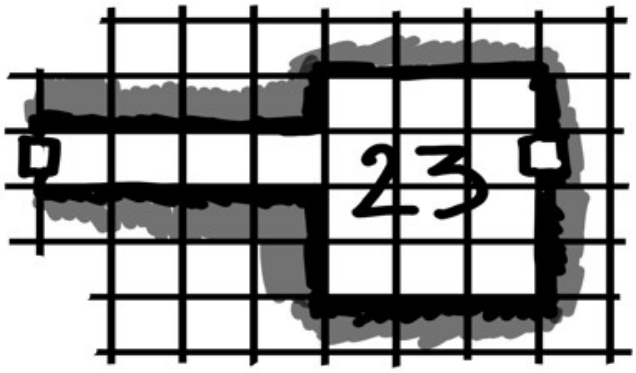
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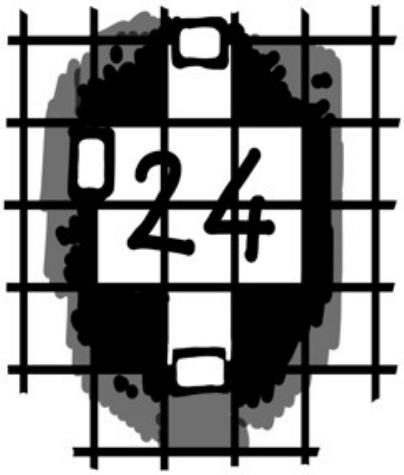
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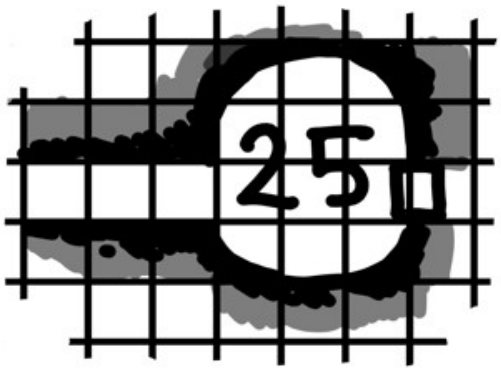
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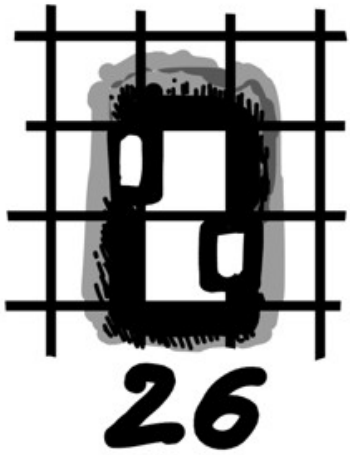
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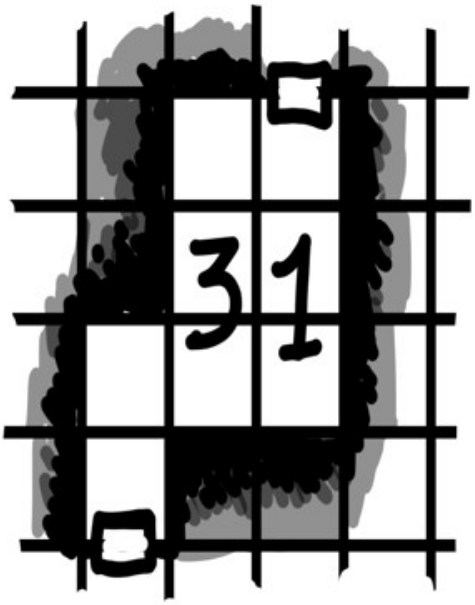
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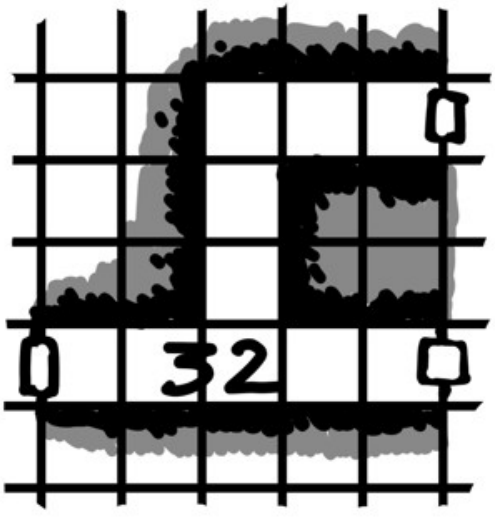
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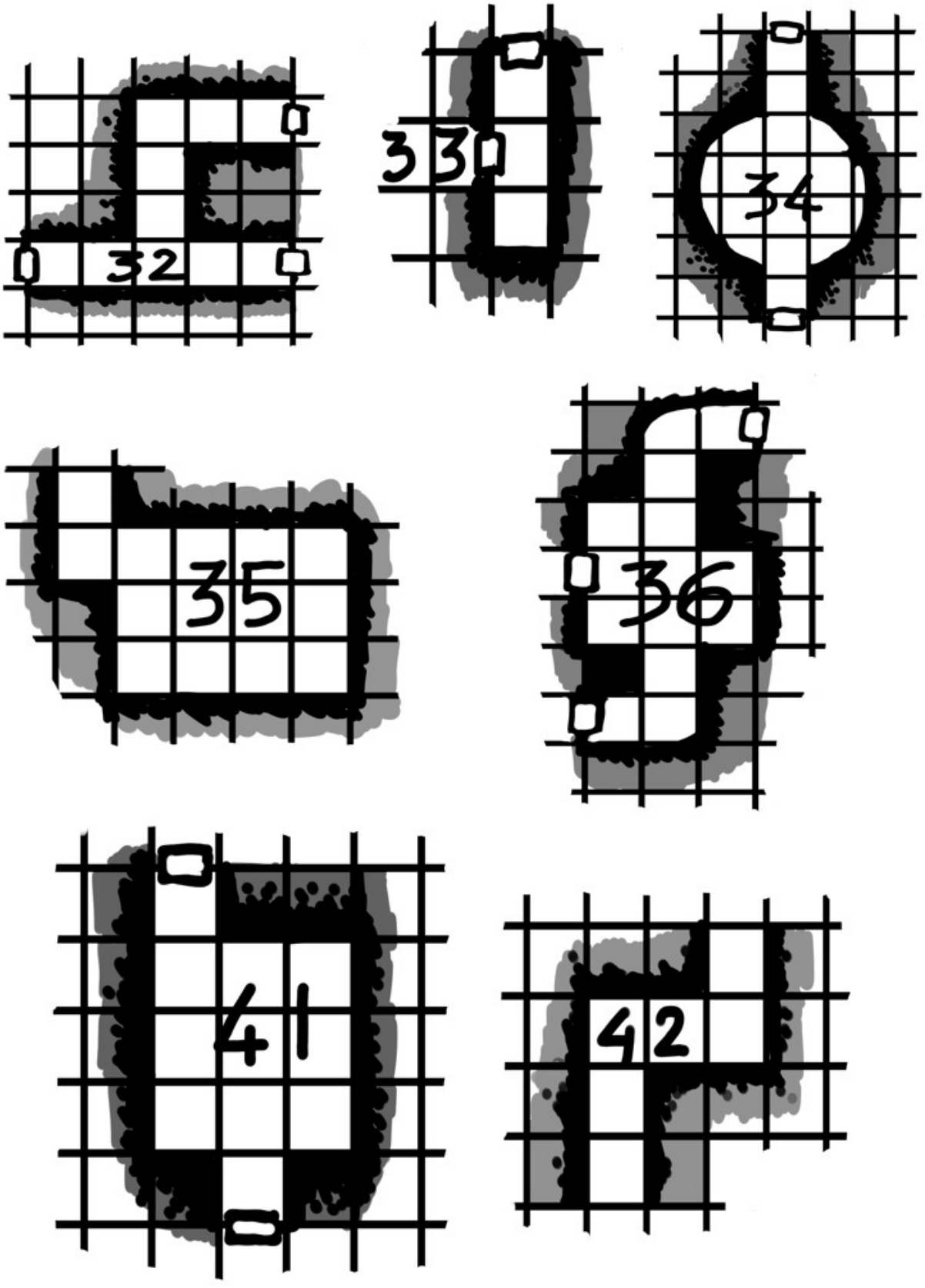
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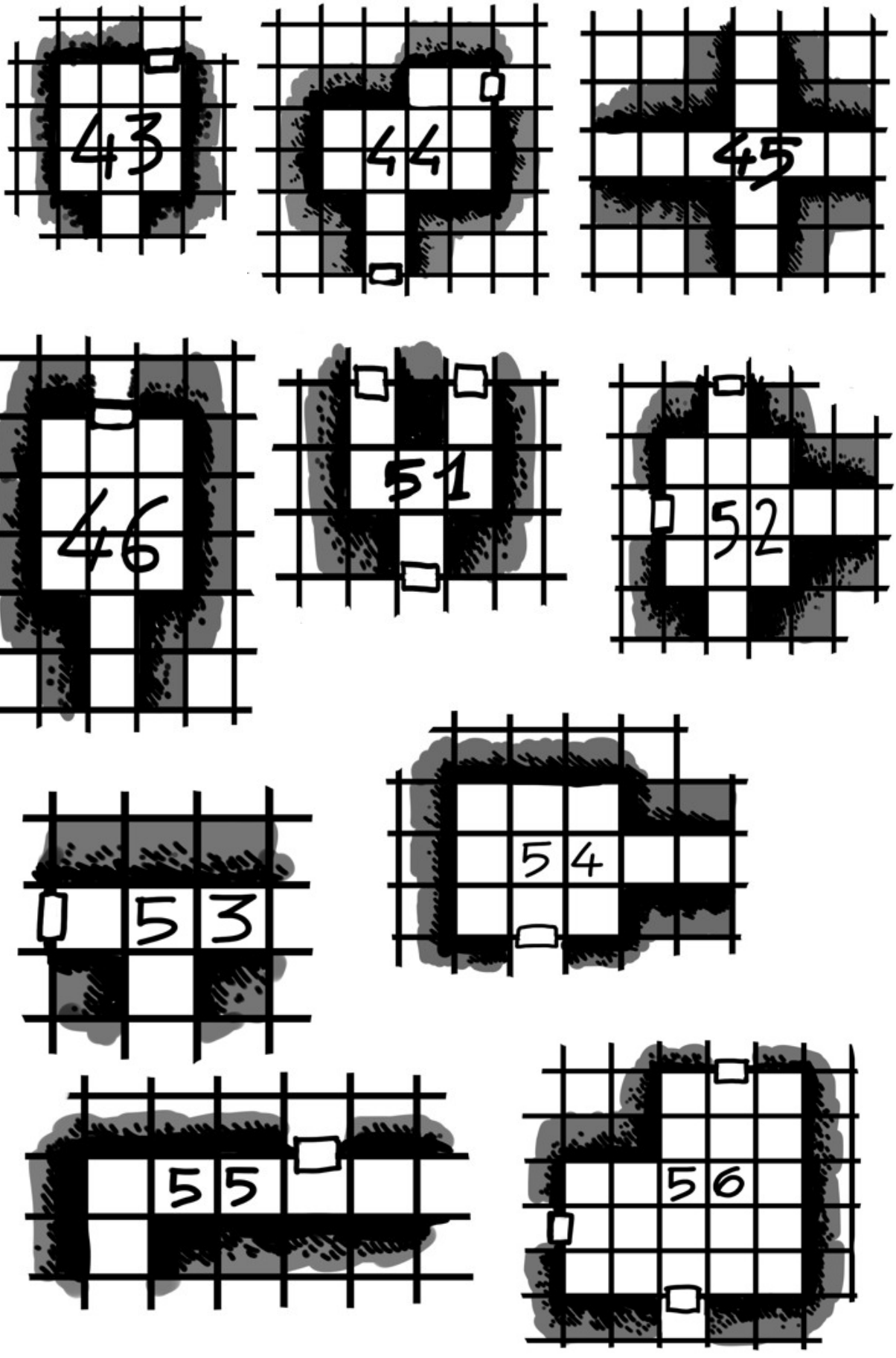
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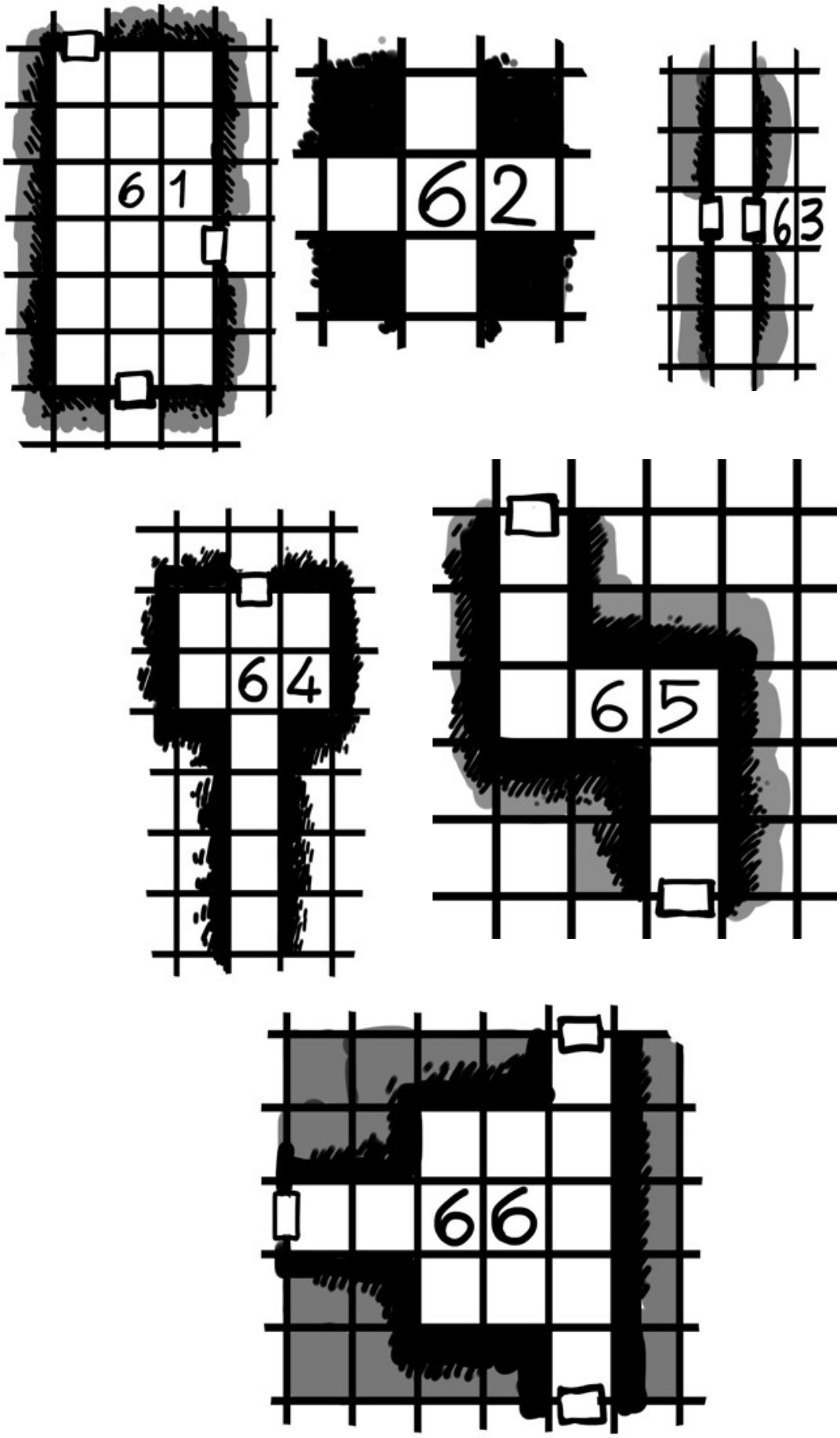
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